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DICK'S

ART OF BOWLING

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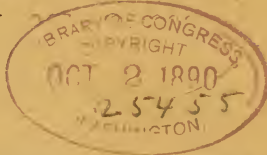
BOWLER'S GUIDE

CONTAINING

COMPLETE INSTRUCTIONS FOR PLAYING THE STANDARD
AMERICAN AND GERMAN GAMES AND ALL
THEIR LEADING VARIETIES

INCLUDING

THE REVISED RULES, CORRECT METHODS OF SCORING
AND THE LATEST REGULATIONS ADOPTED IN
MATCHES AND TOURNAMENTS



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DICK'S ART OF BOWLING.

INTRODUCTORY.

The American game of Ten Pins or Bowling is a modification of the old German game of Nine Pins. This was undoubtedly introduced a great many years ago by the Dutch, and is somewhat similar in general principles to the equally ancient English Game of Skittles. The old English Game of Bowls is entirely different, being played upon a well kept lawn, and without Pins, in the same manner as the Scotch "Curling", an adaptation of "Bowls" played upon the ice. The Germans in America still adhere to their game of "Nine Pins", which was prohibited by legislative action a great many years ago, in consequence of the gambling tendencies to which it gave rise ; but the letter of the prohibitory law was easily evaded by the use of ten pins instead of nine, and a different arrangement of the pins on the alley. Since that time the law has been virtually a dead letter.

The object of the modern game, and the methods

of playing the regular American game with its numerous varieties will be found clearly explained in the following pages, in which we have been greatly assisted in describing and illustrating the games, by the courtesy of the well-known Firm of Messrs. F. Grote & Co., whose alleys and their appurtenances justly claim a widely accepted superiority. We have also to acknowledge our indebtedness to the "New York Herald" for some of the leading illustrations in this work.

The first part of the book is devoted to the regular American Game, with general instructions for the guidance of beginners; followed by the most popular varieties, or fancy games, in vogue. The latter part is reserved for the German games and the method of playing them, and an explanation of their generally difficult style of keeping the score, fully exemplified.

It will be observed that all technical terms are invariably used in the exact signification according to the definitions given.

THE STANDARD AMERICAN GAME.

The description of the Regular American Game is here given substantially as adopted by the leading Bowling Clubs, and in the principal Bowling Alleys of public resort.

TECHNICAL TERMS.

BREAK.—When any of the ten pins are left standing at the end of a roll, it is called a *break*, and only the pins down are scored in that roll.

DEAD WOOD.—Pins knocked down and remaining on the alley after a ball has been played. Dead wood must be removed before another ball can be played; but this is only strictly adhered to in Matches and Tournaments.

FOOT MARK.—A line drawn across the alley beyond which a player is not permitted to deliver a ball.

FRAME.—The spots marked on the end of the alley to designate the position of the pins. When the pins are set up in position, they constitute a full *Frame*. In the American Game, the ten pins are arranged in the form of an equilateral triangle; the nine pins of the German games are set up in the shape of a diamond.

HEAD PIN.—The front pin, nearest to the player and at the front apex of the triangle.

INNING.—An *inning* or *roll* consists of three balls, played in succession. If, however, the ten pins are knocked down with less than three balls, the roll is ended.

KING PIN.—The pin in the centre of the triangle.

POODLE.—Is when a ball rolls off the alley into the gutter without touching the pins.

ROLL.—See “Inning”.

SPARE.—If all the pins are down with two balls, it is called a *Spare*; the third ball of that roll is not played, but the pins knocked down by the first ball of the next *roll* are added to and counted with the ten made in the spare, and also counted in the score of the roll in which they occur. A Spare is marked thus: \

STRIKE.—When the ten pins are all down with the first ball of a roll, it is called a *Strike* or *Double Spare*, and the remaining two balls of that roll are not played. The pins knocked down by the next *two* balls played are added to and counted with the ten *Strike*, as well as in the score of the *rolls* in which they occur. A Strike is marked thus: ×

THE ALLEYS.

An alley consists of a raised platform, with a channel or gutter on each side of it. The regula-

tion dimensions of the alley are three feet six inches in width, and long enough to allow of an interval of sixty feet between the *head-pin* and the *foot-mark*, besides the space required for the *frame*, at the farthest end, and sufficient room at the players' end for the delivery of the ball behind the *foot-mark*. Two contiguous alleys are used in playing the games.

THE PINS.

The proper size of the pins is generally defined in the rules regulating Match and Tournament



Fig. 1.

Games; viz.: fifteen to sixteen inches in height, fifteen inches in circumference at the thickest part, and two to two and a quarter inches in diameter at the base. The spots marked on the alley upon which the ten pins stand are arranged in an exact equilateral triangle, (See Fig. 1) each side of which

measures three feet from centre to centre of the spots at each angle ; the intermediate spots being exactly a foot apart from centre to centre of contiguous spots on the same line. The base or back-line of the triangle is parallel with and six inches from the end of the alley. The nine pins of the German Games are differently arranged, and are described in their proper place.

THE BALLS.

The balls in general use are of various sizes, but none are permitted to be over twenty-seven inches in circumference, and must be made of wood. In later years, the introduction of finger and thumb holes has greatly facilitated the handling of the balls.

SCORING.

Each player is entitled to ten *rolls* or *innings* of three balls each ; or less, if all the pins are all down with less than three balls.

Two consecutive innings cannot be played on the same alley; the two alleys must be used by a player alternately for each new inning. The score is kept upon a black-board laid out into eleven columns ; the left-hand column is numbered vertically downwards from one to ten, the figures denoting the ten innings allotted to each player.

The players names are placed over the head of each of the remaining ten columns.

In order to illustrate the manner in which the

score is kept we will follow the course of one player in the game, whom we will designate A, as seen in Fig. 2.

Inning	A
1	30 ×
2	58 ×
3	77 ×
4	86
5	101 \
6	108
7	108
8	
9	
10	

Fig. 2.

First inning.—Suppose A plays his first ball and makes a “strike”; this ends his play for this inning, and the strike is recorded by a ×, denoting 10 towards the score of this inning, with two balls to spare.

Second inning.—When his turn to play comes round again, he takes his position on the other alley, and plays his first ball, again making a “strike”; this ends his second inning, which is also marked ×.

He has now 20 points, so far, good on his first inning; 10 good on his second inning, and two balls to spare.

Third inning—In this, he again succeeds in getting all the pins down with his first ball; this is again marked with a ×, and the inning is ended.

This ten-strike completes his first inning with a score of 30; leaves him 20 good on his second inning, and 10 good towards his third, and two balls to spare.

Fourth inning.—In this, he gets eight pins with his first ball, which completes the score for his second inning, making 23; this added to his previous 30, brings his score at the close of the second inning 53, with 18 good for the third inning.

With the second ball of this fourth inning he knocks down only one pin, completing the score of his third inning with 19, making the score against the third inning aggregate 77.

The third ball of this inning misses, giving him 9 points, and bringing his total score so far up to 86.

[NOTE: According to present usage, when nine pins are down with the first two balls of an inning, the player may claim the privilege of omitting his third ball, and scoring 10 for that inning, but it counts for only 9 in completing the score of a previous "strike".]

Fifth inning.—The first ball makes seven pins; the second ball knocks down the remaining three, leaving him one ball to spare. This ends the inning, and the "spare" is recorded with a \, denoting 10 good for this inning.

Sixth inning.—The first ball makes five pins; this completes his fifth inning with 15 points, and brings his score up to 101.

The second ball knocks down two more pins; his third ball misses. This gives him 7 for this inning, or 108 in all.

Seventh inning.—This is an unfortunate inning, resulting in three successive "poodles", adding 0 to his score. This inning is therefore recorded with the same score as the previous one, 108.

The foregoing example covers all contingencies of play without pursuing it any further, except in the case of a "strike" occurring in the tenth inning.

Should this happen, the pins are set up again, and the two spare balls are played on the same alley upon which the strike was made. If the first spare ball also makes a "strike", the pins are again set up for the second spare ball, which when played is conclusive.

Ten consecutive "strikes", and the two final spare balls also "strikes", would make 300, the highest possible score.

The game is played by two or more players, the loser or losers paying for the use of the alleys.

When several persons engage in the game, it is usual to group them into two opposing parties or sides; in some cases, when an uneven number are taking sides, resulting in one side being one man short, the odd man is balanced by a dummy, whose innings are rolled by the side on which the dummy falls, each one rolling for dummy in rotation.

HINTS TO PLAYERS.

As successful play entirely depends upon the rolling of the balls, a few general directions will be necessary.

Inexperienced players too often fall into the error of using balls of larger size than they can control, from the general belief that large balls knock down more pins than small ones. Practically, this is partly true, provided only they are rolled with precision, and this essential point is sacrificed when a too heavy ball is selected. Pick out, therefore, a

ball of such size as can be easily handled. The accompanying illustration, Fig. 3, will show clearly how the ball is grasped and held preparatory to bowling.



Fig. 3.

The next point to be considered is the best positions to be assumed previous to, and at the moment of delivering the ball. Different individuals often adopt entirely different methods in successfully fulfilling the same object or plan in view, and this is prominently exemplified by watching the actions of expert bowlers; as they advance towards proficiency, each one will drift into such mode of procedure as is most natural and best fitted for his own special case; but until some degree of proficiency is established, it is sooner reached by adhering to the dictates of common sense, and the best exercise of the muscles necessarily brought into play.

When the ball has been firmly grasped, raise it and support it with both hands on a level with the chest; stand perfectly upright, left foot and left

shoulder advanced, as in Fig. 4 ; as soon as the eye has estimated the distance and range, and the body is perfectly steady, let the ball swing easily at arm's length to the rear, keeping the line of the curve exactly in line with the pin aimed at ; as the return swing forwards commences, bend the left



Fig. 4.



Fig. 5.

knee, letting the left hand fall easily on to it to steady the body, as in Fig. 5, and deliver the ball the moment its swing reaches its lowest point, keeping the elbow straight and bending the body forward sufficiently to bring the ball two or three inches above the alley at the point of delivery.

As the ball leaves the hand, be specially carefully to slip the thumb and fingers out of the holes all at

the same instant; if either one remains in its hole after the others have been withdrawn, the course of the ball may be greatly changed and go wide of the mark.



Fig. 6.

The attitude shown in Fig. 6 is objectionable for at least two special reasons.

The downward swing is impossible, consequently the propelling power must be in the muscles of the arm, the extra exertion tending to destroy accuracy of aim.

The grasp of the ball with both hands will have the same result; the moment the left hand is removed in the act of delivery, the equilibrium of the ball is destroyed, and it leaves the right hand with more or less side-twist or bias, which is sure to land it prematurely in the gutter.

Lastly, do not move the feet until the ball has been delivered, or you will lose your aim.

Considerable bias may be communicated to the ball by a slight turn of the wrist in the direction required, at the moment of delivery; this makes the ball describe a curve, and some players adopt this method with telling effect, but it requires a combination of judgment and dexterity which can only follow long practice.

Beginners will find sufficient to call forth their best endeavors in acquiring accuracy in straight bowling, without any bias, leaving all attempts at the latter severely alone until proficient in the former.

RULES AND REGULATIONS.

The following Rules for the American Game, are the latest revision adopted by the American Bowling League.

RULE 1. These rules shall be known as the Rules of the American Bowling League.

2. The game to be played shall be the American Ten Frame Game.

3. A regulation alley shall not be less than forty-one inches, and shall not exceed forty-two inches in width.

4. The spots on the alley shall measure twelve inches from centre to centre.

5. A regulation pin must be used in match games. Each pin to be fifteen inches in circumference at the thickest part, fifteen inches in length, and two and one-quarter inches in diameter at bottom.

6. No balls shall be used exceeding twenty-seven inches in circumference.

7. In the playing of match games, there shall be a line drawn upon the alleys, sixty feet from the head or front pin, measuring to the inside of the line—the line not to exceed one inch in width.

8. Match games shall be called at the time appointed. Should either club fail to produce its men thirty minutes thereafter, the Captain of the team present may claim the game.

9. In match games an equal number of men from each club shall constitute the teams. In case a club shall not be able to produce a full team. it may play, but the opposing club may play its full team if present.

10. In playing, two alleys shall be used ; two opposing players to play at a time, and to change alleys every frame. The game shall consist of ten frames on each side. All strikes and spares made in the tenth frame shall be completed before leaving the alley and on the same alley as made. Should there be a tie at the end of the tenth frame, play shall continue upon the same alley until a majority

of points upon an equal number of frames shall be attained, which shall conclude the game.

11. Players must play in regular rotation, and after the first frame no changes shall be made in players or position of players, unless with the consent of the Captains.

12. A player must not step on or over the line in delivering his ball, nor before it has reached the pins, nor allow any part of his body to touch on or beyond the line. Any ball so delivered shall be deemed foul, and the pins made on such ball, if any, shall be respotted. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the back cushion, the pins, if any, made on such balls shall not count, but must be respotted. All such balls to count as balls rolled.

13. The dead wood must be removed from the alley after each ball rolled. Should any pins fall in removing the dead wood, such pins must be respotted.

[NOTE.—Excepting in match games or Tournaments, the removal of dead wood is not always enforced.]

14. In all matches the Umpire shall be selected by the Captains of the respective teams.

15. In all match games there shall be two scorers appointed by the Captains of the respective teams, whose duty it shall be to keep a correct

record of the game, and at the conclusion thereof, sign their names to the score.

16. The Umpire shall take great care that the regulations respecting the balls, alleys, and all the rules of the game are strictly observed. He shall be the judge of fair and unfair play, and shall determine all disputes and differences which may occur during the game. He shall take special care to declare all foul balls immediately upon their occurrence, unasked, in a distinct and audible voice. He shall in every instance, before leaving the alley, declare the winning club, and sign his name in the score books. The decision of the Umpire in all cases shall be final.

17. Neither Umpire nor Scorer shall be changed during a match game unless with the consent of the Captains of the teams.

18. No person engaged in a match game, either as Umpire, scorer or player, shall be directly or indirectly interested in any bet upon the game.

PRIZE TOURNAMENT RULES.

In addition to the foregoing Rules of the "Amateur Athletic Bowling League", the following special regulations have been substantially adopted for the government of Prize Tournaments :

1. No lofting, or throwing of balls upon the alley, will be allowed ; the balls must be rolled. Such

balls will be considered foul at the discretion of the Umpire.

2. In playing, two alleys shall be used; two players to play at a time and to change alleys every frame. The game shall consist of ten frames on each side. All strikes and spares made in the tenth frame shall be completed before leaving the alley, and on same alley as made. Should there be a tie at any single game, play shall continue upon the same alley until a majority of points upon an equal number of frames shall be attained, which shall conclude the game.

3. Five men shall constitute a full team and must be active members, in good standing in the club they represent, thirty days prior to the beginning of such Tournament. No member can play in more than one team in the Tournament.

4. In all the games to be played, one of the Board of Managers, or some person appointed by him, shall act as Umpire. In all cases of disputes and differences the decision of the Umpire shall be final. He shall, after each game, and before leaving the alley, declare the winning club, sign his name to the Score Record, and send the same to the Secretary of the Board. There shall also be two persons appointed by the clubs playing to act as Scorers, who shall also sign the Score Record.

5. All games shall be called at the appointed

hour. Should either club fail to produce their men thirty minutes thereafter, the club so failing shall be debarred from further playing in such Tournament, and all games played by them shall be null and void, unless such delinquent club shall render a good and valid excuse, satisfactory to the Umpire acting at such game. In such case the Board will appoint another date for the playing of such game. In case a club shall not be able to produce a full team, they may play, but the opposing club must play its full team if present.

6. Any club that shall be detected in tampering with the persons setting up the pins, or by any unfair means seeking to win a victory, shall on proof of the same, forfeit their rights in the Tournament, and all games played by them shall be null and void, and shall not count in the championship.

7. Each club shall play one game with every other club in the Tournament. The club winning the greatest number of games shall be entitled to the First Prize; the club winning the second highest number of games shall be entitled to the Second Prize, the club winning the third highest number of games shall be entitled to the Third Prize, the club winning the fourth highest number of games shall be entitled to the Fourth Prize, and the club winning the fifth highest number of games shall be entitled to the Fifth Prize.

8. Should there be a tie between two or more

teams for either of the prizes in the Tournament, such tie or ties shall be played off, according to those rules, on such date as may be fixed by the Board of Managers.

9. The player who shall make the highest general average in the Tournament shall be entitled to the First Individual Prize; the one making the second highest general average, to the Second Individual Prize; the one making the third highest general average, to the Third Individual Prize; the one making the fourth highest general average, to the Fourth Individual Prize; the one making the fifth highest general average, to the Fifth Individual Prize. Any player competing for either of the Individual Prizes must play in at least six-sevenths of the series of games.

All other points or contingencies which may arise in Tournament and Match Games are subject to and decided by the Rules and Regulations of the American Bowling League, given on page 17, as expert bowlers are necessarily well posted in the general rules which govern all minor details.

VARIETIES OF THE AMERICAN GAME.

Under this heading will be found the various modifications of the Ten pin game, in which the Frame is set in regular triangular form. In all Matches these fancy games are strictly subject to Rules 2, 3, 14, and 24 of the regular game, and to Rules 1, and 2, of the Tournament Regulations, unless otherwise specified.

THE WHITE ELEPHANT.

This is substantially the same as the Regular Game, with the object reversed. The player who makes the *lowest* score wins the game.

Each pin down counts 1.

A poodle adds three points to the score.

The dead wood is not removed.

The least possible score in ten frames is 10.

COCKED HAT.



Fig. 7.

This is played with three pins only, viz.: the

head pin, and the two rear end-pins, as in Fig. 7.

The method of play is similar to the regular ten-pin game, in regard to spares and strikes. Each pin down scores 1 point. A spare counts 3, with the result of the first ball of the next inning added.

Supposing the latter to be 1, the spare will count 4.

A strike scores 3, with the result of the first two balls of the next inning added; following exactly the regular method, but on a basis of *three*, instead of *ten* for the spare or strike.

Dead wood is *not* removed.

This game admits of a possible 90 points for the ten frames.

COCKED HAT AND FEATHER.

The pins are set in the same manner as in the "Cocked Hat" (Fig. 7,) with the addition of the centre pin or Feather. The only count that can be made in each inning is one point; to gain this, the three corner pins must be down, and the Feather remain standing. No other condition counts. The entire score possible is therefore limited to 10 points for the ten frames.

THE OPEN GAME.

Is played with only the end pins of the back row.

Each player rolls ten balls. Each pin knocked down scores *one*; each poodle also counts one. The highest score *loses* the game.

FOUR BACK.

Only the four pins of the back row are set up. Each player has ten innings as in the regular game. Each pin counts *one* ; spares and strikes are scored on the basis of *four* instead of *ten*, for the spare.

No dead wood is removed.

The maximum score is 120 points.

HEAD PIN AND FOUR BACK.

There are five pins in this game ; the four of the rear row, and the head pin.

If the four rear pins are knocked down, and the head pin left standing, it counts 2.

If all five pins are down, it counts 1 ; the greatest score for the ten frames is therefore 20.

SEVEN UP.

Fig. 8.

Seven pins are set up as in the diagram (Fig. 8). Each pin counts 1. Strikes and spares are scored,

as in the regular game, on the basis of *seven* instead of *ten* for the spare.

The dead wood is not removed.

The highest score in the ten innings is 210.

FIVE BACK.

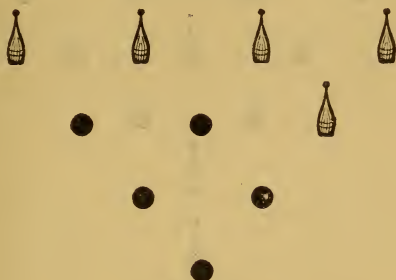


Fig. 9.

Five pins are spotted as shown in Figure 9. For a left-hand bowler, the single pin on the third row may be placed on the left-hand end of that row, if desired.

The scoring is the same as in the regular game, except that *five* are counted for a spare.

The dead wood is not removed.

The ten innings can score 150.

THE T GAME.

The pins set up in this game are the head-pin, the king (or centre) pin, and the four on the rear row; six in all.

The play is the same as in "Five Back", except that 6 points are counted for a spare.

The highest score is 180.

THE COLLEGE GAME.

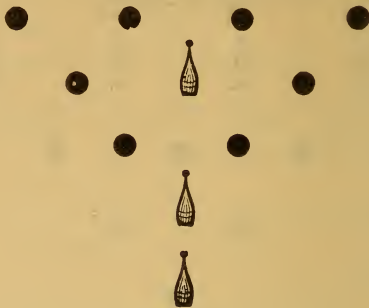


Fig. 10.

The College game requires only three pins; the king or centre pin, the head-pin, and the picket-pin which is exactly in line in front of the other two pins, and all three equally distant apart.

The head-pin counts 5; the king-pin 7. The picket-pin must be left standing, otherwise nothing can be scored for the inning.

In other respects the play is similar to the regular game, except that a spare counts for *twelve*; Highest score, 360.

THE NEWPORT.

The full frame of ten pins is used in this game.

Ten innings are numbered on the board, in a vertical column, from one to ten.

In each inning, a player must knock down the number of pins (no more and no less) corresponding with the number of his innings. Thus :—In his first innings he must only make one pin ; in his second innings, just two pins ; in his sixth exactly six pins, and so on.

Each successful inning scores only one point. The player making the most points, wins.

A	Innings.	B
—	1	1
2	2	—
—	3	3
4	4	4
5	5	—
—	6	6
7	7	7
8	8	—
—	9	9
10	10	10
6		7.

Fig. 11.

The score is usually kept as in the Diagram (Fig. 11) ; the score of two players being here marked. A managed to make the exact number of balls requisite for his second, fourth, fifth, seventh, eighth and tenth innings. B, in the same manner, won

the innings marked in his score. All innings which were failures are marked with a —. In the above exhibit, B won seven innings, and A, six.

NINE PINS.

The game is played with the ten pins spotted.

If the player bowls down all the pins but the head pin, he scores 2.

If he fails to leave the head pin standing, he then tries to leave any one of the others up, he then scores 1.

If more than one pin is left or if all the pins are bowled down, the inning goes for naught.

Three balls of any style are allowed in each inning, if requisite.

There are no penalties in the game, nor is the dead wood removed.

Ten innings constitute a game.

The maximum is 20.

NINE PINS.—HEAD PIN OUT.

All the pins are set up except the head pin.

The player is entitled to three balls of any style in each inning, if requisite.

One pin must be left standing—no more or no less, or the inning goes for naught.

One pin left standing scores 1 for the inning.

There are no penalties, nor is the dead wood removed. Ten innings constitute a game.

The maximum is 10.

NINE UP AND NINE DOWN.

This is played with the full frame of ten pins.

Three balls of any size are allowed to each inning, if requisite.

The player tries to knock down a single pin which counts him 1; then with his two remaining balls, he tries to leave only one pin standing, counting him 1 more in the same inning. In a failure to do either, the inning goes for naught.

There are no penalties, nor is the dead wood removed.

Ten innings constitute a game.

The maximum is 20.

NINE, NO MORE AND NO LESS.

The full frame of ten pins are required.

Three balls of any style are allowed the player, but nine pins being made winds up the inning.

Ten innings constitute a game, and the player having a majority of nines wins.

In a failure to bowl down the exact number (9) with one, two, or three balls, the inning goes for naught. Nine pins down score 1.

There are no penalties, nor is the dead wood removed.

The maximum is 10.

SEVEN DOWN.

This game is played with all the pins, and it is required to leave three standing.

Three balls of any size are allowed, but all must be rolled on the alley in each inning. For instance, should a player knock down seven pins with his first ball, the inning is not concluded, but the other two balls have to be rolled down the alley. Should the latter balls knock down any of the remaining pins, or roll off into the gutter, the inning goes for naught.

Ten innings constitute a game, and one point is counted for each seven bowled down. The player having the majority of sevens wins.

The dead wood is not removed.

The maximum is 10.

THE GLEN ISLAND.

In this game only three pins are set up, the head pin, the centre pin, and one pin on the line of the rear row, exactly behind the other two pins. The three pins therefore range in line equidistant one behind the other.

The head pin always counts 1 point.

When the head pin is bowled down, alone or with others, each pin counts then and thereafter 1 point.

So long as the head pin remains standing, the centre pin counts 2, the back pin 3. For instance: The first ball knocks down the centre pin only, counting 2; the back pin falls to the second ball, counting 3, making 5 together; if the head pin falls at the third ball, it adds only 1 more to the score.

Again:—Supposing the first ball makes the back pin, it counts 3; the head pin falls to the second

ball, counting 1 ; now, if the centre pin is bowled down by the third ball, it counts only 1, because the head pin is no longer standing.

Thus it will be seen that it is not good policy to bowl down all three pins at once, as it would score only 3 points ; on the contrary the head pin should be left to the last, whether it finally falls or not.

Spares and strikes are not reckoned.

Dead wood is not removed.

The maximum score is 60 points.

PIN POOL.

This is an adaptation of the Billiard game to Ten Pins. Each player rolls one ball only at his turn to play, the pins being set up again in full frame before each ball.

The order of play is decided in the same manner as in the Billiard game. Small balls, numbered from one upwards, are placed in a casting bottle, one ball for each player, in rotation ; the number on the balls received by the players denotes their turn in the game.

Other small balls, numbered in regular order from fifteen up to twenty-five, are then placed in the bottle, and distributed in the same manner, one to each player, who conceals his ball in his pocket, the number of his ball being the starting point in his score.

A pool is formed by each player paying a price or ante, fixed beforehand, for the ball he thus receives.

The object of the game is to knock down in one or more turns such a number of pins as added to the number on his concealed ball will make exactly thirty-one.

The player who first makes thirty-one, neither more nor less, wins the game, and takes the pool. Each player's score is kept in the regular way, each pin counting 1 point, but he alone knows just how many points he must win to make up the difference between his concealed ball and thirty-one.

In case a player makes *more* than thirty-one, he is *burst*ed, and has the option of standing out of the game or of coming in again by buying a new small ball (See Rule 6).

RULES OF PIN POOL.

1.—The number of the ball must be deducted from thirty-one, and the balance made by the pins.

2.—When number one is called upon to play, he looks at his ball, (the number on which, we will say, is 21,) and then having ten pins to knock down to make him pool, he proceeds to roll, and if he should not make the necessary pins in that inning, he must wait until his regular turn comes again.

3.—He who makes thirty-one first is the winner of the pool.

4.—Only one ball constitutes each inning.

5.—Whenever a player makes over thirty-one, he is "bursted," and must declare himself so.

6.—When "bursted," the player has the privilege

of taking another numbered ball by paying another ante, and in such case he comes in at the foot of the class; for instance, if there are seven in the pool, the first "burst" man comes in next after number seven in the play.

7.—The game continues until thirty-one is made.

8.—A player has the privilege of rolling with any kind of ball within regulation size.

9.—All pins knocked down by a player in one inning must be scored for him on the board or slate used for that purpose.

10.—The board or slate must be placed in such a position that the players can see from the alley the number credited to them.

11.—The game-keeper is the final judge in all matters of dispute.

This game, like its Billiard prototype, introduces the pleasing feature of secrecy, at the same time that it calls forth skillful and judicious play, requiring considerable practice to make just the requisite number of pins out of a full frame when nearing the limit of thirty-one points. It has the advantage also of being a game of skill, not depending upon the mere chances of turning a card.

GERMAN GAMES.

In the majority of German games, there is a marked departure from the simplicity which generally characterizes all that is American. Intricacies of procedure and notably of scoring are salient features which rather tend to bewilder the uninitiated. Another peculiarity is the generosity sometimes extended to those threatened with defeat, as, for instance, in a straight-carom game of billiards, the winner must make his last winning point by an indirect or cushion carom.

The same extreme consideration is evinced in the "Battle Game" described later.

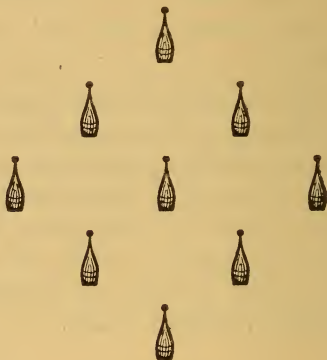


Fig. 12.

Still another feature is the want of unanimity in methods of play, each locality having its own peculiar ways, making it almost impossible to codify

a set of rules for any game which will cover all the various methods adopted.

In the German Games of Bowling, the pins are only nine in number, and arranged in the form of a diamond, as seen in the Diagram Fig. 12.

THE GERMAN OR STAMM GAME.

An inning consists of four balls, two of which are rolled on each of the two alleys.

The pins are set up afresh for each ball.

Poodles do not count, and there are no penalties.

The pins count as follows, provided the *head pin* is hit *first*:

All down <i>except</i> the king pin,	counts	48
All nine down - - -	"	36
Eight pins down - - -	"	24
Seven pins down - - -	"	18
Six pins down - - -	"	12
Five pins down - - -	"	10
Four pins down - - -	"	8
Three pins down - - -	"	6
Two or one down - - -	each	1

The three pins on the central line only, that is, the head pin and the two in line behind it, count 12. Pins down, *head pin standing*, count 1 each.

SCORING.

At the commencement of the game, each player is credited with 200 points; the count of each inning, as it is made, is deducted until nothing remains.

The proportion that each has to pay into a pool at the close of the game is thus determined:—An equal amount is allotted to each player, so as to aggregate a certain amount in the pool. The subsequent mode of procedure, and the method of scoring will be more clearly understood by following an imaginary game, under the following circumstances:—

Suppose there are four players, A, B, C, and D. The preliminary allotment to each player is, say twenty-five cents; this would aggregate 100 cents for the pool; and consequently 100 will be the *limit*, which will be explained in its proper place.

A rolls his four balls; the count made by each ball is kept, say, first ball, 8; second ball, 6; third ball is a poodle, and fourth ball, 4. These added together give A a total of 18 for his first inning. B's four balls count respectively 18, 12, 6, and 4; total 40.

C's four balls, 24, 8, poodle, and 6; total, 38.

D's four balls, 4, poodle, 10, poodle; total, 14.

	A	B	C	D
1st ball, -	8	18	24	4
2nd " - -	6	12	8	0
3rd " - -	0	6	0	10
4th " - -	4	4	6	0
	<hr/>	<hr/>	<hr/>	<hr/>
	18	40	38	14

This first inning determines the order in which

they shall take their innings for the remainder of the game; the lowest count will be first, &c. This places the players in the following order:—D, A, C, B.

Each player's total is now deducted from 200, and the result stands thus:—

	D	A	C	B
1st innings, -	186	182	162	160

The record of the players' four balls is rubbed out and the second innings commenced, with, say, the following counts:—

D,	48,	10,	0,	24 = 82
A,	36,	18,	8,	6 = 68
C,	24,	12,	0,	48 = 84
B,	18,	36,	12,	0 = 66

These amounts are respectively deducted from the score as it stood after the first inning, and appear thus:—

	D	A	C	B
1st inning,	186	182	162	160
2nd “	104	114	78	94

The record of the four balls of each player is again rubbed out. The third and subsequent innings are scored exactly in the same manner, until the score stands, we will suppose thus:

	D	A	C	B
5th inning,	64	46	40	33

At this stage of the game it will be seen that the

sum total of all four scores is 188, already less than the original 200, and lacking a margin of 88 points of the 100 limit previously mentioned.

The method of scoring now changes, and the players need only two balls at each inning.

Resuming; the play starts again for the sixth inning thus:—

D's two balls count	16	4 = 20
A's " " "	12	6 = 18
C's " " "	18	12 = 30
B's " " "	8	0 = 8

The results of this inning are then scored thus:

	D	A	C	B	
5th inning	64	46	40	38	Margin 88
6th " "	44	28	10	30	68
					50
					20
					12

D's 20 are deducted from the margin, leaving 68, and are also deducted from his score, leaving 44.

A's 18 reduce the margin to 50, and his score to 28.

C's 30 bring down the margin to 20, and his score to 10.

B's 8 leave the margin at 12, and his score 30.

In the seventh inning, D makes two poodles; A makes only 2; C makes 14. This more than wipes out the entire margin, and B is left without a ball to play.

The score then stands thus:—

	D	A	C	B		
6th innings	44	28	10	30	Margin	12
						10
7th “	44	26	0	30		0

The final result shows that D pays 44 cts ; A, 26 cents ; and B, 30 cents, into the pool, making the sum of 100 cents, as previously arranged.

The foregoing illustration will give a fair idea of the play and scoring. If it should happen that one or more of the players should succeed in reducing his score to zero before the game is completed, he stands exempt from the final reckoning ; and if the player who wipes out the last balance of the margin should score more than the margin needs, he deducts from his score, not what he counts, but only the points needed to cancel the margin. For instance:—C's score stands, say 14, and the margin is down to 6 ; he plays and counts 12 ; the margin calls for only 6, so he can deduct only the 6 from his score, leaving him in for $14-6=8$; *not* $14-12=2$; otherwise the pool would not come out complete.

It has already been stated that this game is not played in exactly the same manner everywhere. Sometimes the pins are not set up for each ball, but only after the second ball has been rolled, in readiness for another player. A poodle also in some coteries pays a small penalty ; and a count of 36 or 48

points is mulcted in a similar manner, probably on the grounds that these counts are so honorably successful that the player can afford to be generous and contribute a little thank-offering for his prowess.

THE HAMBURGER.

In this game, which is played with a nine pin or diamond frame, (Fig. 12) is virtually a modification of the German Stamm game, and adapted for team play, the pins knocked down count exactly the same in both games, and the same general rules govern them, with the following exceptions:—

Two balls constitute an inning, one ball being rolled on each alley, and the balls set up again for each ball.

The teams or sides are usually made up by selecting a number of cards from a pack equal to the entire number of players, half the cards being of black suit, and half of red suit.

In case of an odd number of players, the preponderance on one side is made up by a “dummy” on the other, each player on that side rolling for dummy in regular rotation.

The game generally starts with 1,000 points up, from which the scores as made are deducted until one side or the other has reduced the 1,000 points down to zero.

The points made by all the players on each side in an innings are added together; the side making

the greatest number of points then deducts the points made by *both* sides combined.

The following exhibit of one innings will explain itself;—

We will suppose a game to be played with five persons in each team, designated by letters of the alphabet.

1000—Red.				Black—1000			
Names.	1st Ball.	2nd Ball.	Total.	Names.	1st Ball.	2nd Ball.	Total.
A	10	12	22	B	6	18	24
C	36	1	37	D	10	7	17
E	18	0	18	F	12	0	12
G	24	10	34	H	24	2	26
I	7	8	15	K	18	0	18
			126				97

This inning is therefore won by the Reds, and $126+97=223$ are deducted from their 1000, leaving the score, preparatory to the second inning thus:

777—Red

Black—1000

In the second inning the aggregate count of the Red team is, say, 140; that of the Black, say, 211, giving Black ($211+140=$) 351 points to deduct.

The score will then stand:

777—Red

Black—649

Proceeding in this manner until one of the teams had pulled its score down to 0, and wins.

THE BATTLE GAME.

The Battle Game is very popular with the Germans, and is played with a regular German Diamond frame of nine pins (Fig. 12), by two teams of equal numbers on a side, a dummy being introduced, if necessary, to secure equality of numbers in the teams, as noted in the "Hamburger Game".

Each team plays under the guidance of a Captain, and is thus made up:—

Two captains are selected, either by choice or by ballot.

The captains then toss for first pick of the players.

After each has selected a player, the captains again toss for second pick, and repeat the same routine until all the players have been placed under one or the other captain.

Sometimes the selection of players for each team is done in the same manner as in the "Hamburger" by the use of red and black cards. In this case, each team thus organized chooses its own captain.

Four (or six) innings constitute a game.

If at the end of the fourth (or sixth) innings the total score results in a tie, another inning is played to decide the game, followed by other innings, if necessary, until the scores stand unequal.

Whenever in the course of the game an inning results in a tie, the points made in the next inning count double. If two consecutive innings both result in a tie, the points made in the next following

inning count triple. A tie-inning does not count as one of the regular innings of the game

Each player's inning consists of three balls.

Pins bowled down count 1 point each.

All down except the king-pin, count 12.

If, before a player has rolled all his three balls, all the pins are down, or the king-pin stands alone, the pins must be set up again for the player to finish his inning.

The players must use the alleys alternately, and dead wood is removed after each ball rolled.

The plan of scoring is different from most other games.

The count made by each player of a team is noted, and at the end of the innings, the counts are added together, and scored to the credit of that team, and then rubbed out.

			Red	Black
1st inning	-	-	40 5	— 35
2nd “	-	-	63 15	— 53
3rd “	-	-	44 —	— 44
4th “	-	-	92 —	32 124
5th “	-	-	64 20	— 44
			<hr/> 40	<hr/> 32

In the above illustration, the first inning results in a score of 40 for the Red team, and 35 for the Black. The excess of 5 is carried to the credit of the Reds.

In the second inning the Reds score 63, and the

Blacks 48, the Reds again getting credit for the difference, 15.

The third inning results in a tie, consequently no credit for either side.

The fourth inning netted the Reds and Blacks 46 and 62 respectively, but the previous inning having been a tie, these numbers are counted double, and give Black the difference, 32.

In consequence of the third inning having resulted in a tie, another inning will be needed to complete the full game. In this fifth inning, the Reds get a majority of 20.

These majorities on each side are finally added up, giving the game to the Reds by 40 against the Blacks' 32.

In keeping count of the individual players, in order to avoid using the double number 12, it is designated by 0; and "all nine down" is denoted by 1.

Thus:—1110⁴ represents 9, 9, 9, 12, 4, = 43.

THE 1000 BATTLE GAME.

This game is played by two contesting teams; the teams are made up in the same manner as in the Hamburger game, being identical with that game in all respects except in the method of scoring.

The game is 1000 points. Each team scores the sum of the count made by each member of the team, inning after inning, until the score reaches 1000 points.

In cases where *both* teams are so near up to 1000 that one single ball could put either team out, German courtesy steps in and allows the weaker side the first, and possibly decisive, ball.

THE HEAD PIN GAME.

This is a leading game among the Germans. It is played on a nine-pin diamond frame. Each player has four innings of four balls each, playing the four balls one ball on each alley alternately.

The pins are set up after each ball.

Each pin down counts 1, provided the head-pin is knocked down.

If, after the ball is played, the head-pin remains standing, none of the pins down (if any) can be counted.

The maximum score is 9 times 16, or 144.

One of the most salient features of German social life is the thorough good fellowship evinced in all their gatherings for intercourse and amusement. Their expressive word for this is "*Gemüthlichkeit*."

In their social games there is a marked absence of cupidity or greed for winning, the main object being recreation and exercise; and the result played for, the price of refreshments, or, in the case of a social club, a moderate contribution by the losers to a general fund, including of course the expense incurred for the use of the alleys. These facts ac-

count in a great measure for the notable absence of penalties for irregularities ; fair play is their rule, undue advantage the exception, as being entirely subversive of the sociable feeling which brings and keeps them harmoniously together. .

It need not, however, be inferred that these agreeable features are conspicuous by their absence elsewhere, this being by no means the actual fact ; but they are none the less distinctly observable in German Coteries, and are the natural outcome of the social construction of German society.

To this source may also be traced the tendency in different localities to introduce methods of play to suit local fancies and requirements, making it a difficult matter to codify any game with due precision. It may be fairly conceded, also, that however intricate and perplexing their modes of counting and scoring may be to the average outsider, to the German this presents no difficulties whatever.

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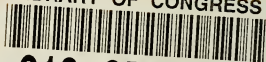
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